

7884IWTIE-1

**ELECTRONIC**

MODEL 7-884

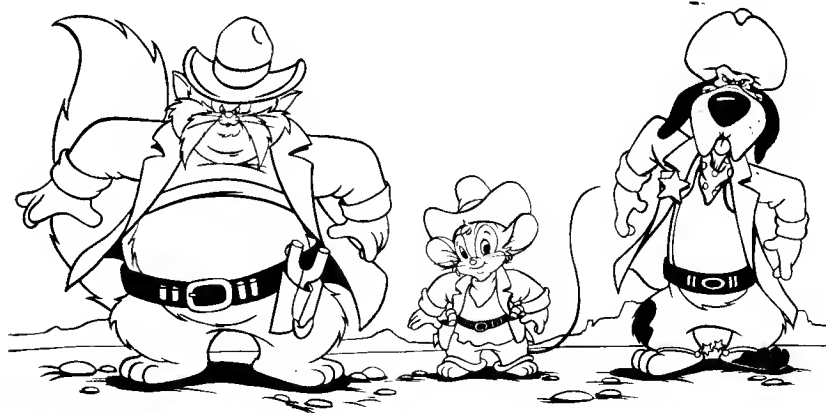
# **AN AMERICAN TAIL FIEVEL GOES WEST™**

**LCD GAME**

AN AMERICAN TAIL- FIEVEL GOES WEST  
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Vernon Hills, Illinois 60061, USA.

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This is the story of Fievel Mousekewitz and his adventures in the Wild Wild West!  
The Mousekewitz family left their home in New York, and come West, seeking a better life.

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FIEVEL



FIEVEL'S PARENTS



FIEVEL'S SISTER TANYA



FIEVEL'S OTHER SISTER, YASHA

2

The most sinister cat of them all, Cat R. Waul, has tricked the Mousekewitz family and many, many other nice mice into thinking that the West is full of everything good — including only cats who love mice as good friends! But the cats are up to no good!

Cat R. Waul, with the help of Chula, the evil tarantula spider, and a gang of cat criminals, are tricking all the mice! They're leading them into the world's biggest mousetrap! They've also kidnapped (actually catnapped) Miss Kitty!



CHULA, THE EVIL TARANTULA SPIDER



CAT R. WAUL



FRENCHY



EARLESS



MISS KITTY

MISS KITTY HAS BEEN CATNAPPED!

But thank goodness, Fievel's best friend, Tiger, is there to help! Tiger is in love with Miss Kitty!



TIGER

Fievel and Tiger need extra help — and they get it from the greatest lawman (lawdog) of the West, Wylie Burp!

Fievel will also get unexpected help from his sister, Tanya! Watch and see how she helps out in a very funny way! But Fievel also needs another person to help him. Do you know who it is? It's you!

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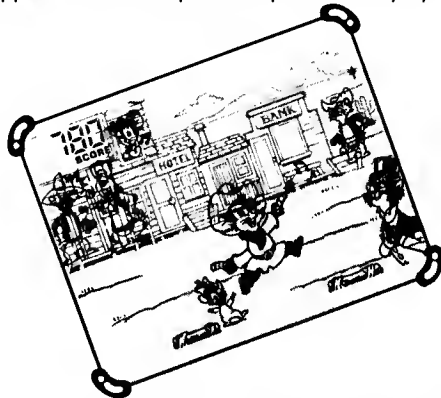
Press the ON/START button to turn on your unit. Press the ON/START again to begin the game from stage 1!

There are 4 stages of mouse adventure! You always play as Fievel and you always play through all 4 stages of fun! YOU MUST SUCCEED IN RESCUING MISS KITTY!!!





WYLIE BURP

As you begin stage 1, Tiger and Miss Kitty are falling in love! Tiger appears, and then Miss Kitty appears and gives Tiger a heart. But then Chula, the evil tarantula spider appears and kidnaps (catnaps) Miss Kitty by using his web!



With your help, Fievel must rescue Miss Kitty! You control Fievel using your control buttons!

Press  to fire your pistol to the left.

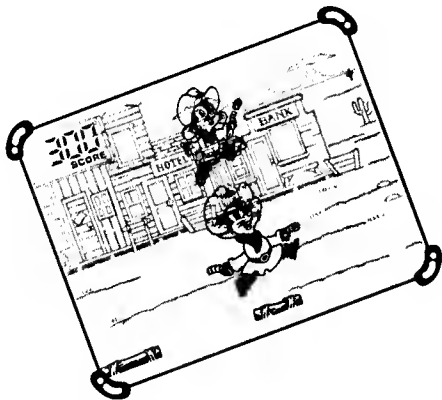
Press  to fire your pistol to the right.

Press the JUMP button to jump up.

Press the HELP button to call for help from Tiger, Wylie or Tanya!

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FIEVEL MOVES FORWARD AUTOMATICALLY. WHEN YOU PRESS **▶**, HE FIRES HIS PISTOL UP AND DOWN ON THE RIGHT HAND SIDE! WHEN YOU PRESS "JUMP", HE JUMPS UP! PRESS **◀** TO FIRE YOUR PISTOL UP AND DOWN ON THE LEFT HAND SIDE!"

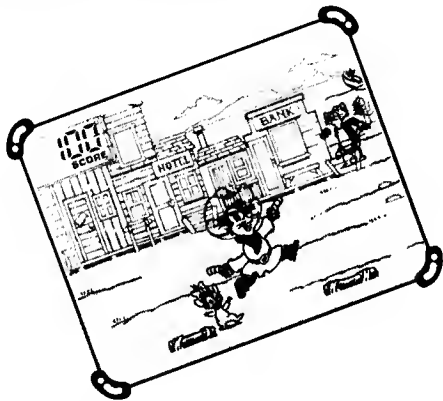


Fievel (with your help) has to teach the bad guys a lesson in order to get Miss Kitty back! You'll face lots of bad guys, and see many friends on screen:

BAD GUYS	STAGE 1	STAGE 2	STAGE 3	STAGE 4
FRENCHY	YES	YES	YES	YES
EARLESS	YES	YES	YES	YES
CAT R. WAUL	-	-	YES	YES
CHULA (THE SPIDER)	-	-	YES	YES
MAX. NO. OF BAD GUYS	1	1	2	2
ON SCREEN FRIENDS				
YASHA	YES	YES	YES	YES
TIGER	YES	YES	YES	YES
WYLIE BURP	YES	YES	YES	YES
TANYA	-	YES	YES	YES

USE YOUR PISTOL TO DEFEAT THE BAD GUYS! YASHA ALWAYS GOES BEHIND FIEVEL. SHE'LL WAVE HER HANDS QUICKER WHENVER YOU SHOOT A BAD GUY. YOU'LL ALSO SCORE POINTS FOR EACH HIT!

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**SCORING:**

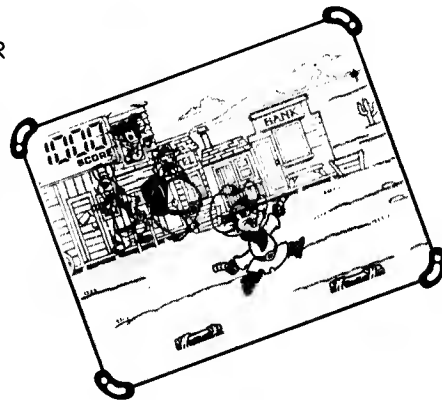
SHOOTING FRENCHY	50 POINTS
SHOOTING EARLESS	50 POINTS
SHOOTING CAT R. WAUL	80 POINTS
SHOOTING CHULA	100 POINTS

You've got to get the bad guys before they get you! You LOSE 100 POINTS each time you're shot by a bad guy!  
If you're able to score 5000 POINTS during the game, you'll see Miss Kitty's safe return on screen!!!

PRESS THE HELP BUTTON AND YOUR FRIENDS, WYLIE BURP, TIGER, AND YOUR SISTER, TANYA, WILL COME OUT TO HELP YOU!

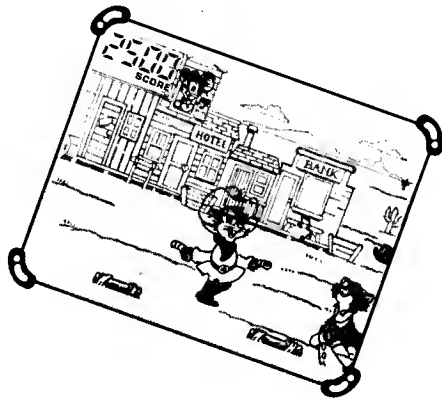
Wylie and Tiger will help by shooting bad guys. Tanya helps you by being a secret weapon!

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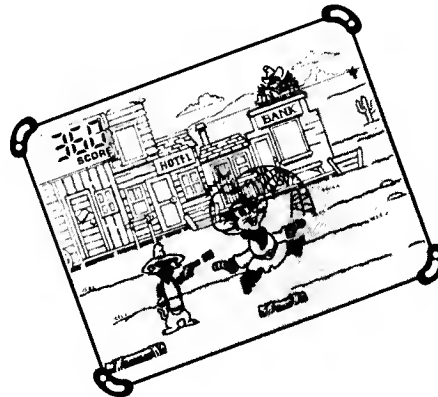
PRESS THE HELP BUTTON WHEN CAT R. WAUL APPEARS. TANYA APPEARS AND SINGS! CAT R. WAUL LOVES THE SOUND OF HER VOICE, AND WILL NOT SHOOT AT FIEVEL AS LONG AS TANYA IS SINGING! WHAT A GREAT SECRET WEAPON!

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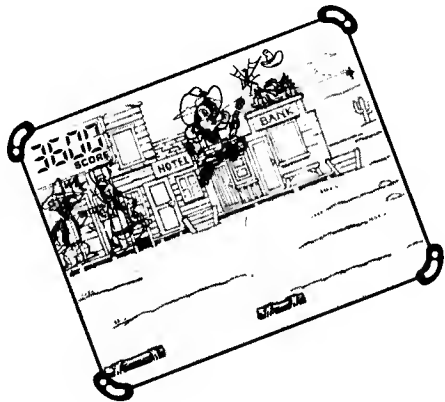


WHEN CHULA THE SPIDER APPEARS ON SCREEN, HE'LL TRY TO TRAP FIEVEL IN A WEB! THEN IT'S EASIER FOR THE BAD GUYS TO ATTACK AND YOU'LL LOSE POINTS!

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PRESS THE JUMP BUTTON TO JUMP UP TO CHULA! THEN YOU'RE IN POSITION TO SHOOT HIM! IF TOO MANY BAD GUYS ARE ATTACKING YOU, DON'T FORGET TO PRESS THE HELP BUTTON!



### COMPLETING A STAGE:

There is a built-in timer for each stage (ranging from about 1 minute for stage 1 to two minutes for stage 4). When you complete each stage, Fievel's parents come out and greet you! You'll also hear a "stage complete" melody. The game then pauses, and the next stage number is displayed.

Press the MAX SCORE button during the pause between stages to examine the maximum score!

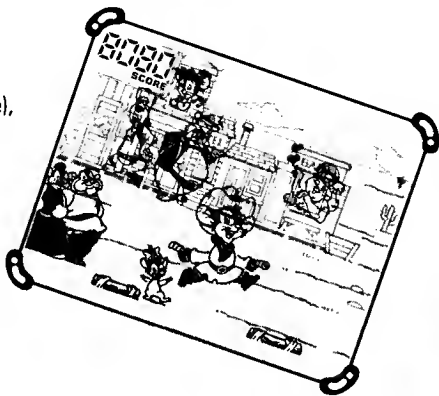
Press the ON/START button to begin the next stage!

Remember: You always play the game through all 4 stages of fun and excitement!

Press the SOUND button if you wish to play as quiet as a mouse! Press it again to regain all the sounds of the adventure!



At the end of stage 4 (the final stage), all your friends join Fievel's parents in congratulating you! If you've scored 5000 points, Miss Kitty will also appear!

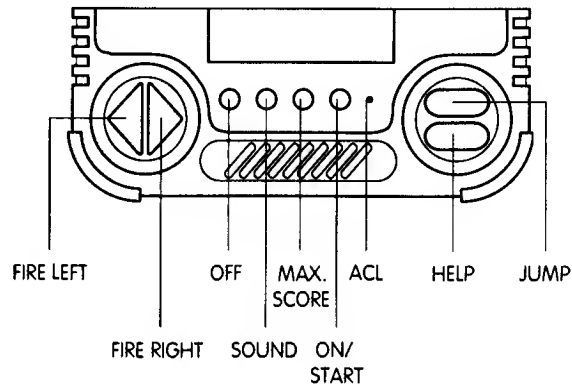


When you've completed stage 4, press the ON/START button to begin a new game!

Press the OFF button when you're finished playing. But don't worry if you forget! Someone from the Mousekewitz family will automatically shut off the game after about 3 minutes of nonuse!

Thanks for your help in making the Wild West a safer place!

**THE END**



### CONTROL GUIDE

ON/START

- To turn on the unit.
- To start the game.
- To start each stage.

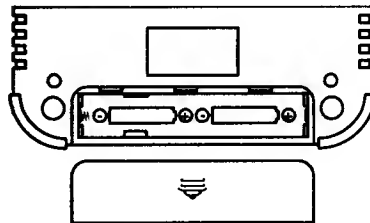
MAX SCORE

- To examine the maximum score during pause between stages.

### SPECIAL FEATURES

- 4 stages of fantastic Fievel fun
- game plays all the way through
- built-in timer for each stage
- Cat R. Waul and his evil gang
- special HELP button to call for friends
- built-in melody
- sound on/off control
- built-in automatic power-off timer (game shuts itself off after about 3 minutes of nonaction).

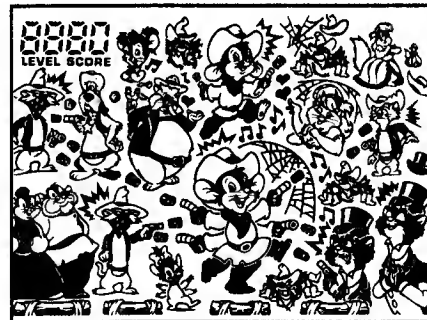
- SOUND — To control sound: on or off.  
 OFF — To turn off the unit.  
 LEFT (FIRE) — To shoot left.  
 RIGHT (FIRE) — To shoot right.  
 JUMP — To jump up.  
 HELP — To call for help from Tiger, Wylie or Tanya.



### INSERTING THE BATTERIES

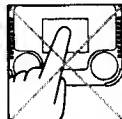
To insert the batteries, remove the battery compartment cover of the back of the game. (To remove cover, push in direction of the arrow.)  
 Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.  
 Do not use rechargeable batteries.

After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram of right.

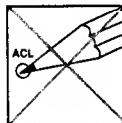




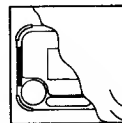
High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

## DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:  
TIGER ELECTRONIC TOYS REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and explain to us briefly what the problem is. Also include a sales receipt, the date and place of purchase and price paid. We will do our best to help.

## 90 - DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

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Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does

not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address:  
TIGER ELECTRONIC TOYS,  
REPAIR CENTER  
980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, USA.  
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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